



WRETCHED MUELBREG

Wizard 7 (Evoker)

CLASS & LEVEL

23,690

EXPERIENCE POINTS

Matthew Stanton

PLAYER NAME

Mountain Dwarf

RACE/ANCESTRY/HERITAGE

Sage

BACKGROUND

Murder in Balder's Gate

CAMPAIGN or PLAYER ID

STR
+1
12

+3 PROFICIENCY BONUS

DEX
+1
13

CON
+3
16

INT
+3
17

WIS
+1
12

CHA
-1
8

SAVING THROWS

- +1 Strength Saves
 - +1 Dexterity Saves
 - +3 Constitution Saves
 - +6 Intelligence Saves *
 - +4 Wisdom Saves *
 - 1 Charisma Saves
- * Prof. bonus added

SKILLS

- +1 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +6 Arcana (*Int*) *
- +1 Athletics (*Str*)
- 1 Deception (*Cha*)
- +6 History (*Int*) *
- +4 Insight (*Wis*) *
- 1 Intimidation (*Cha*)
- +3 Investigation (*Int*)
- +1 Medicine (*Wis*)
- +3 Nature (*Int*)
- +1 Perception (*Wis*)
- 1 Performance (*Cha*)
- 1 Persuasion (*Cha*)
- +6 Religion (*Int*) *
- +1 Sleight of Hand (*Dex*)
- +1 Stealth (*Dex*)
- +1 Survival (*Wis*)

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: battleaxe, dagger, dart, handaxe, light crossbow, quarterstaff, sling, throwing hammer, warhammer

Tools: mason's tools

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Insight, Religion

Languages: Common, Draconic, Dwarvish

ENCUMBRANCE

Lifting & Carrying: 180 lbs. max. carrying capacity; 360 lbs. pushing or dragging (speed -5 ft.); 360 lbs. max. lift.



ARMOR CLASS (AC)

11



INITIATIVE

+1



SPEED

25 ft.

Armor Worn: none



HIT POINTS

51

HIT DICE

7d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger. *Melee or Ranged Weapon Attack:*

+4 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+1 bludgeoning damage. (If used two-handed in melee, does 1d8+1 damage.)

MAGIC, FEATS & SPECIAL ATTACKS

Poison Spray Cantrip. *Ranged Spell Attack:*

Target a creature within 10 ft. that you can see, it must succeed on a DC 14 Constitution saving throw or take 2d12 poison damage. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, quarterstaff, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 9 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 711 gold pieces (gp); 71 silver pieces (sp); 69 copper pieces (cp); 10 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Traits:** Horribly awkward in social situations. Ignorant, uneducated.
- **Ideal:** Knowledge above all else.
- **Bond:** Continuing mentor's work.
- **Flaw:** Hides forbidden lore.

Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 119 years old
- Medium Size (4' 6", 166 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (mason's tools)
- Stonecunning (stonework lore)

Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 4 levels after short rest once per day)
- Evocation Savant (copy such spells in half the time)
- Sculpt Spells (exclude 1 + spell's level targets from effect of evocation spell)
- Potent Cantrips (targets that save still take half damage)

Spellcasting [PHB p. 201]

Spell Attack Modifier +6
Spell Save DC 14



Cantrips Known: *Blade Ward, Friends, Minor Illusion, Poison Spray*

Prepared Spells

- 1st Level (4 slots): *Mage Armor, Magic Missile, Witch Bolt, Detect Magic*
- 2nd Level (3 slots): *Melf's Acid Arrow, Gust of Wind, Invisibility*
- 3rd Level (3 slots): *Fireball*
- 4th Level (1 slot): *Ice Storm, Confusion*

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.